THE EVOLUTION OF FIRST-PERSON 3D GAMING

TREMPAWER™

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Trespasser Minimum System Requirements

- Windows®95 or Windows®98
- Pentium 166MHz
- 32 MB RAM
- 120MB Free Disk Space
- DirectX 6.0 (Included)
- 100% Windows®Compatible Mouse
- 100% Windows®Compatible Sound Card
- 4x CD-ROM
- 100% Windows®Compatible 1MB Video Card
  Supports most major 3D acceleration cards. Please check the Trespasser website, www.trespasser.com, for a complete list of supported cards.

Recommended

- AMD K6-2 OR Pentium® II 266MHz Processor
- 64MB RAM
- AGP2X 3D Accelerator Card

History of InGen

In 1979, Stanford geneticist Norman Atherton and flamboyant venture capitalist John Hammond founded International Genetic Technologies--"InGen." Utilizing $850 million of foreign venture capital, the company initiated a secret program of genetic research at an island facility near Costa Rica.

InGen scientists retrieved DNA from dinosaurs of the Jurassic and Cretaceous periods and cloned them to produce living examples of several long-extinct animal species. This revolutionary research ranked with the atomic bomb as one of the most startling scientific achievements of the 20th century. Hammond's intention was to display them in an animal preserve, a "Jurassic Park."

Despite the scientific successes, a series of accidents and betrayals resulted in the overall failure of the project and the downfall of the InGen Corporation. The first major setback occurred during a safety inspection of the park in 1989, when several adult dinosaurs escaped from confinement. Hammond was forced to file for Chapter 11 bankruptcy and attempted to conceal the events from public knowledge. Then, during a 1997 InGen mission intended to reclaim surviving dinosaurs for exhibition, a Tyrannosaurus Rex was accidentally set free in San Diego, California. Subsequently, John Hammond published a memoir, Jurassic Time, in which he told the story of InGen's rise and fall. The work was initially regarded as fiction since few hard facts about the events at Jurassic Park and the research facility, Site B, ever reached the public.

Where am I?

Your journey begins one year after the events of the failed InGen expedition. Site B lies in ruins and InGen's dream of reviving the dinosaurs is dead.

John Hammond has published a memoir, a history of the InGen Corporation, but the public is skeptical about the truth of his mysterious tale.

While vacationing in Costa Rica, you decide to take a tour of the surrounding islands. Shortly after take off, a freak accident in the cockpit sends your plane spiralling into the Pacific.

You awaken on a beautiful, sandy beach on a lush tropical island...Site B...

Installation

Please close all programs, turn off screen savers, etc. before inserting the CD into your CD-ROM drive. Also, you must be running Windows®95 or Windows®98.

Please note that you will be given the option to install the Microsoft DirectX 6.0 drivers. If you do not already have Microsoft DirectX 6.0 installed on your computer, please click YES. Then, follow the further instructions.

To install Trespasser on your computer:

1. Turn on your computer and start Windows®95 or Windows®98.
2. Insert the Trespasser CD-ROM into your CD-ROM drive.
3. The Trespasser install screen should appear. If the install screen does not appear, open "My Computer" then double click on your CD-ROM drive and double click 'setup.exe' to bring up the install screen.
4. Click on the install button and follow the directions.

Running the Game:

1. Make sure that the Trespasser CD-ROM is in the CD-ROM drive.
2. Open the Start menu on your task bar.
3. Under Programs, point to DreamWorks and Trespasser. This will bring up the Start screen.
4. Click on PLAY to launch the game.

OR

1. On your desktop open "My Computer."
2. Double click on your CD-ROM drive.
3. Double click 'setup.exe' to bring up the Start screen.
4. Click on PLAY to launch the game.

- **If you are having any problems during installation, please see the READ ME.txt for assistance.**
- **To uninstall the game, select the uninstall program from the directory in the start-up program menu.**

Main Menu

The Main Menu has four buttons: New Game, Load Game, Options and Exit.

New Game

Clicking New Game starts you from the beginning of the game.

Load Game

Clicking the Load button brings you to the load screen. To load a saved game, highlight the game you want to play and click OK. You can also delete old saved games by selecting the game you want to delete, then pressing the Delete button. You can load games from the Main Menu and the In-Game Menu.

Options

This gives you the option to customize the game settings. The Options screen has five buttons: Controls, Video, Audio, Credits and Close.

Controls

The Controls feature allows you to customize the Trespasser controls. To change the keyboard settings, use the cursor to click on the action you want to customize, then type in the new key for the action (to use mouse actions, just click the desired button after selecting the action to be changed). If you want to change back to the default settings, click on the Default button. When you are satisfied with the settings, click the OK button.

You may adjust the gore setting by simply clicking on the word Gore. Also, if you wish to invert the mouse look, just click the check box next to Invert Mouse.

Video

Quality - The Quality slider bar helps you achieve the speed and look of the game that you prefer. The lowest setting allows the fastest frame rate, and the highest setting gives you the best visual quality. Use the Quality slider in conjunction with the resolution settings to achieve optimal performance for your configuration.

Brightness - The Brightness slider will adjust the gamma settings for the game. Set it low for a darker environment, or set it high if you like a brighter environment.

Select New Video Driver - Click this button to change and configure your video card setup. For detailed information about this feature, see the ReadMe.txt.

Resolution - Select from the list of available resolutions, then hit OK. If you want faster gameplay, select a lower resolution (i.e., 320x240). If you want better visual quality, select a higher resolution (i.e., 640x480). Note: Not all resolutions are available for all video cards (i.e. 3Dfx cards will not be able to use 300x240 resolution.)

Audio

Sound Volume - This slider adjusts the overall volume of the game.

Play Sound Effects - Check this box to hear objects collide, dinosaurs stomp and other sound effects.

Play Ambient Sounds - Check this box to enable sounds such as birds, waves and wind.

Play Voice Overs - Check this box to hear the voices of Anne, John Hammond and other characters.

Play Background Music - Check this box to enable in-game music.

Show Subtitles - Check this box to see the subtitles that correspond to the voice-overs in the game.

3D Audio Enabled - Check this box to enable 3D audio.

Credits

Click this button to see the Trespasser credits.

Close

This will bring you back to the Main Menu.

Exit

Click this button to exit Trespasser.

In-Game Options

The In-Game options can be accessed at any time by hitting the ESC key on the keyboard. There are six buttons on this screen: Restart, Save, Load, Options, Quit and Resume.

Restart Level

This button restarts the current level from the beginning.

Save

You can save your game at any time. When the save screen appears, type the name of the saved game, then hit OK. To delete old saved games, just highlight the game and hit Delete.

Load

To load a saved game, highlight the game you want to play and click OK. To delete old games, select the game you want to delete and click Delete. You can load games from the Main Menu as well as the In-Game Menu.

Options

The In-Game options button is the same as the Main Menu options button. Please refer to the Main Menu section of the manual for details on these options.

Quit

You can choose to quit either to the Desktop or back to the Main Menu.

Resume

This option takes you back to into the game.

Interface

Trespasser's revolutionary interface gives you the freedom to do what you want, when you want and how you want. Using the controls below, you can push, pull, grab, throw, build, destroy, and more.

Default Keyboard Controls:

COMMAND	KEY
RUN	W
WALK	S
STEP LEFT	A
STEP RIGHT	D
WALK BACKWARDS	X
JUMP	Q
CROUCH	Z
THROW	F
STOW ITEM	E
REPLAY LAST VOICE OVER	R
FIRE/USE	SPACE BAR

Mouse Head/Arm Controls:

COMMAND	MOUSE ACTION
TURN	Move Mouse Left or Right
REACH WITH HAND	Hold Left Mouse Button
GRAB OBJECT	Hold Left Mouse Button + Right Mouse Button
MOVE ARM	Hold Left Mouse Button + Move Mouse
ROTATE ARM	Hold CTRL + Left Mouse Button + Move Mouse
ROTATE WRIST	Hold SHIFT + Left Mouse Button + Move Mouse
DROP OBJECT	Click Right Mouse Button

How to Navigate

Press and hold **S** to walk. This will move you at a cautious pace, and help you survive narrow passes and dangerous cliffs.

To run, press and hold **W**. This will move you quickly over open terrain and assist in making long jumps.

To sidestep to the left, press and hold **A**. Press and hold **D** to sidestep to the right. Both of these keys can be used in conjunction with the run/walk keys to help evade predators.

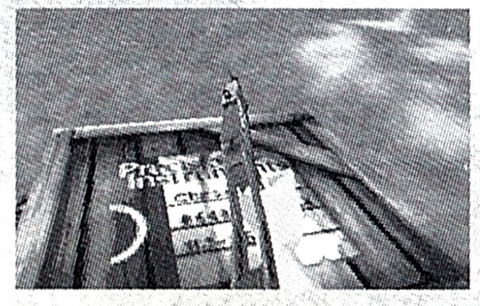
Press **Q** to jump. If you hit the jump key while moving, you will jump in the direction you are currently travelling. The faster you go, the farther you jump.

To run backwards, press and hold **X**. Your backwards speed is slower than your forward speed.

To crouch, press and hold **Z**. This will help you navigate through tight places, and will also help you keep steady on long narrow beams.

How to Pick Up an Object

1



2

Place yourself within arm's reach of the object you wish to pick up. If it is on the ground, you must crouch to reach it.

Click and hold the **left mouse button** to extend the hand. When the hand is near the object, click and hold the **right mouse button** to grab it.

Now that you have the object, you can let go of **both mouse buttons** and navigate as normal.

How to Orient an Object

1

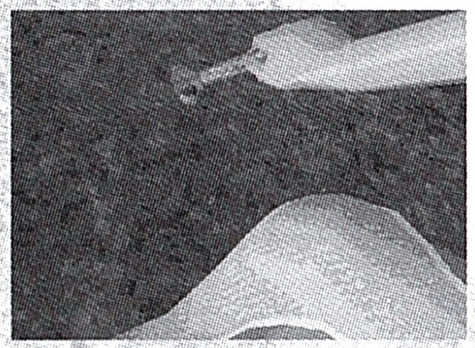
To move an object using your arm, just click and hold the **left mouse button**, then move the mouse.

To move an object using your wrist, hold down the **SHIFT** key, then click and hold the **left mouse button**. Now move the mouse to orient the object.

2

To rotate your arm, hold down the **CTRL** key, then click and hold the **left mouse button**. Move the mouse to the right to rotate the arm clockwise, left to rotate counter-clockwise.

How to Drop an Object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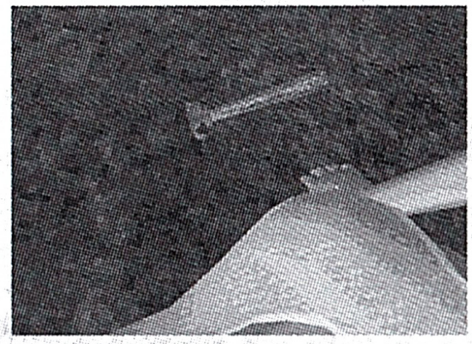
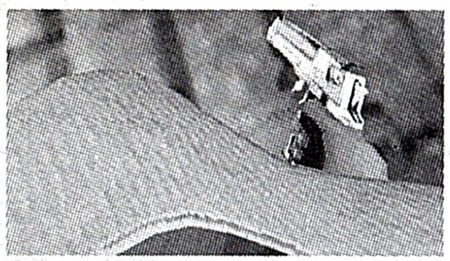

2

While holding an object, just click the **right mouse button** to drop the object.

How to Stow an Object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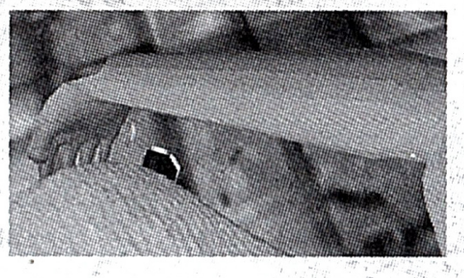
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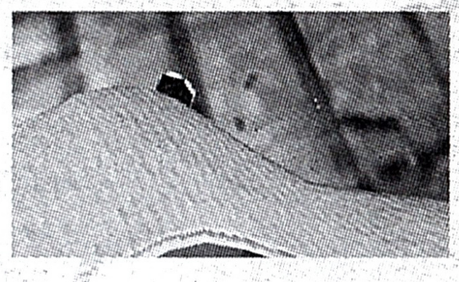
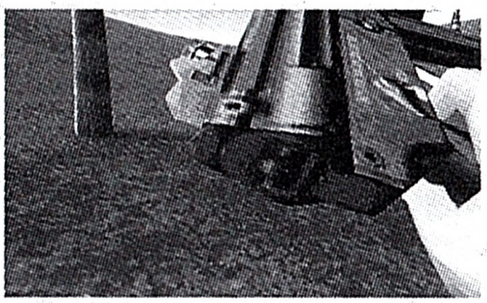

3

To stow an object, press the **E** key while holding the object. If it is a small object, it will be stowed on your belt. If it is a large object, it will be stowed on your back. To retrieve the item, press the **E** key again. You can stow only one object at a time. Only some items may be stowed.

How to Throw an Object

1


2

3

While holding an object, turn and look in the direction you wish to throw.

Press the **F** key to throw the object.

How to Swing an Object

To swing an object, grab the object you wish to swing, then place your desired target in the center of the screen.

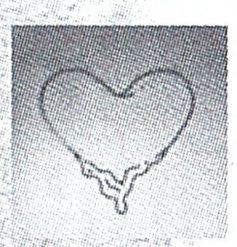
Press the **SPACE BAR** to swing. You will swing through the center of the screen, striking your target. If you are holding a gun, you will fire the gun until it is out of ammunition, then you will swing it.

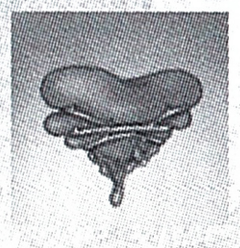
How to Shoot a Gun

While holding a gun, hit the **SPACE BAR** to fire. If you press and hold the **SPACE BAR**, the gun will fire repeatedly.

Anne's voice will tell you if you are running low on ammunition, and she will say, "That's it" when you are out.

How to Gauge Your Health





Site B is a dangerous environment for a human. There are deadly raptors, steep, rocky cliffs and many other threats lurking around every corner. When you get hurt, you will notice two things:

1. The screen will flash gray, indicating that you have taken damage.

2. Your heart tattoo on your chest will begin to fill in with red. When it is completely full, you are dead.

When you die, you will fall onto your side and become immobile. To restart the level, hit **ESC** or **SPACE BAR**, then choose to restart.

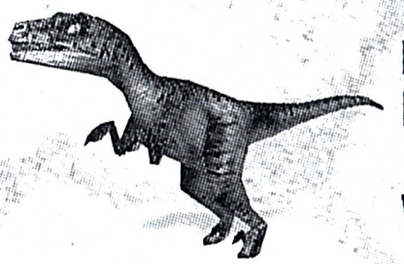
Dinosaurs

7 species of dinosaurs roam Site B. Trespasser's designers used the latest scientific data to model the striking creatures. Each dinosaur has unique vocal sounds and internal skeletons which allow them to walk,stalk, forage, leap and attack just like you would expect. Here are some statistics on just a few of the dinosaurs which can be found on the island:

PARASAUROLOPHUS

Species: Parasaurolophus
Type: Ornithopoda
Lived: 76 - 65 mya
Dimensions: 30 ft long
16feet tall
Weight: 4,000 lbs.
Herbivore

- Tends to be a docile species and do not seem threatening unless they are panicked



VELOCIRAPTOR

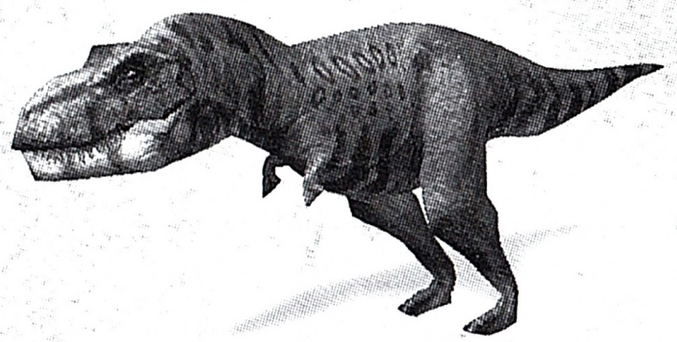
Species: Velociraptor
Type: Theropoda
Lived: 85 - 80 mya
Dimensions: 12 ft long
56 feet tall
Weight: 600 lbs
Carnivore

- Often groups together and joins forces to attack larger animals.
- Three sets of jaw muscles. The first gives the jaw a powerful bite, while the second muscle snaps the jaws shut quickly. The third set provides the raptor the ability to open the jaw widely.
- Strong, with exceptionally large, sharp claws including the 'Terrible Claw,' that is retractable four to six inches.
- Unusually large brain for its size.
- Although highly intelligent, the raptor cannot 'learn' to open doors.

ALBERTOSAURUS

Species: Albertosaurus
Type: Theropoda
Walk: Bipedal
Lived: 76 - 68 mya
Dimensions: 30 ft long
11 feet tall
Weight: 6,000 lbs.
Carnivore

- More of a scavenger rather than an active hunter.
- Fast, highly aggressive and tends to hunt alone.
- Its hindlimbs are just as strong as the Rex, in fact, it is one of the fastest runners of the tyrannosaurids.



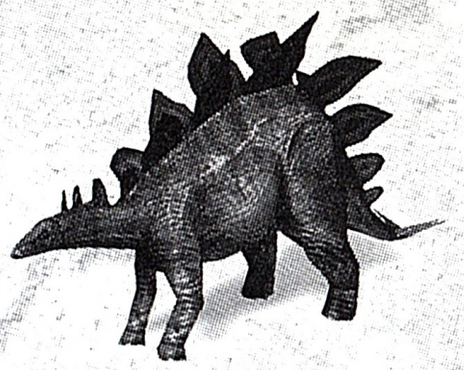
TYRANNOSAURUS

Species: Tyrannosaurus Rex
Type: Theropoda
Lived: 68 - 65 mya
Dimensions: 40 ft long, 14-20 feet tall
Weight: 14,000 lbs. +
Carnivore

- Capable of quick, short bursts of speed.
- Uses its jaws and razor teeth to rip apart its prey in a matter of seconds.
- Feeds on animals that are already dead or takes its food from other predators.
- Highly developed olfactory tract can detect the slightest smell.
- Hindlegs are designed to hold down larger prey that it stalks.
- One of the largest and most powerful of the land carnivores that ever lived.

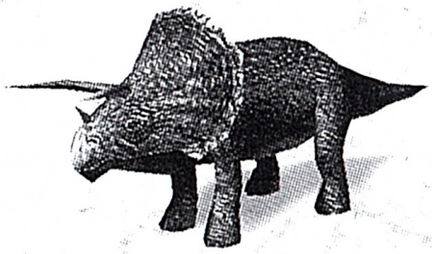
STEGOSAURUS

Species: Stegosaurus
Type: Stegosauris
Lived: 150 mya
Dimensions: 29 ft long
8-10 feet tall
Weight: 4,000 lbs.
Herbivore



- A rather slow creature, can turn volatile when it has been offended.
- Tail which bears four long spikes seems to be its only line of defense.

TRICERATOPS



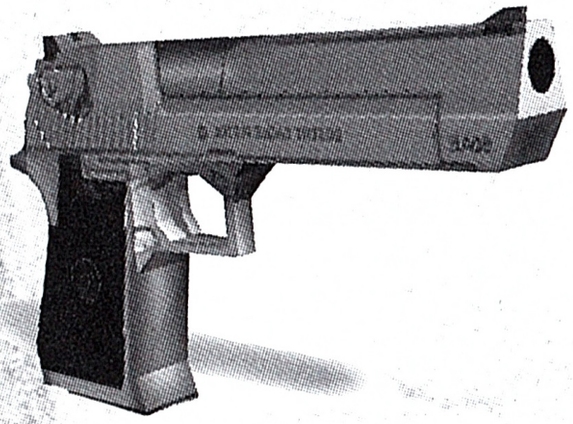
Species: Triceratops
Type: Ceratopsia
Lived: 65 mya
Dimensions: 30 ft long
7-10 feet tall
Weight: 10,000 lbs.+
Herbivore

- Demeanor is similar to a modern day bull.
- Lowers its head when preparing to attack.
- Steadfast to holding its own territory.

Trespasser contains over 15 real-world weapons, licensed by the actual manufacturers. Each gun has authentic sound effects and behavioral properties, such as recoil, fire rate and ammunition. Here is a sampling of guns that can be found in the game:

HK 91

Light to medium weapon used by many counter-terrorist organizations, special forces and law enforcement agencies worldwide. Using a Delayed Roller Locking Bolt system rather than a gas firing system, the HK91 doesn't suffer from high blowback when fired.



Desert Eagle .44

A gas operated magnum pistol popular with long range silhouette shooters and hunters. It remains the only autoloading pistol to handle the .44 magnum cartridge.

Benelli M1 Super 90

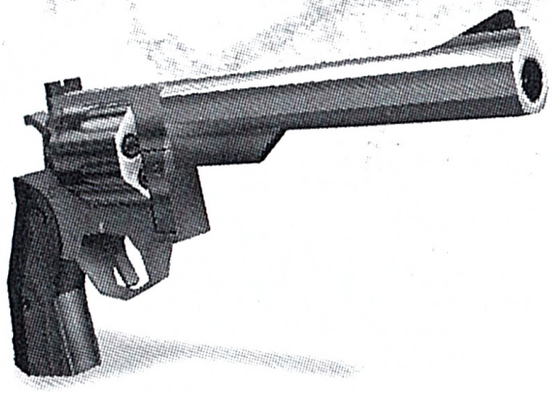
Well regarded by law enforcement units because of its fast handling and reliable feeding in a semi-auto 12 gauge shotgun.

.357 Magnum (S&W 686)

The first revolver created to handle a steady diet of full power magnum rounds. It has from its introduction been popular with target shooters and hunters.

Ruger Redhawk

For a time it was considered the choice for hunting big game with a handgun. Though larger revolvers have been designed it remains popular.



HKVP70

When introduced, this select fire auto pistol was far ahead of its time in both design and construction. A forerunner in the use of polymers made this weapon both light and durable.

Barrett 50mm

The first semi-automatic rifle created to fire the venerable .50 caliber bullet. It is known to be accurate to 1.5 miles while still retaining a devastating amount of kinetic energy. Used by some elite military and police units to penetrate cinderblock walls and other hardened targets.

Technical Support

The Trespasser CD includes a Windows Help file that provides solutions and answers to the most common difficulties and questions about how to properly run this product.

• **To access the Help file**, click the **Support** button on the Autorun launcher, or select the EA Help file from the **Start > Programs** menu.

The Help file contains a utility that allows you to contact EA via fax or e-mail. The utility automatically detects your system's hardware and organizes this information into a report.

• To run the support utility from within the Help file, click the Contact Tech Support button.

TROUBLESHOOTING DOCUMENTS ONLINE!
Electronic Arts Product Support now offers troubleshooting guides that help overcome some common difficulties. If you have access to the World Wide Web, you can find these guides at ***http://www.ea.com/techsupp/troubles.htm.***

Here you will find troubleshooting information on **DirectX, Joysticks, Modems,** and **Networks**, as well as information on regular system maintenance and performance. (For game-specific information and additional troubleshooting, visit our main page at http://www.ea.com/techsupp.)

Abbreviated versions of these guides are included in the Help file on the CD for your convenience.

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a daily basis, so please check here first for no-wait solutions: ***http://www.ea.com/techsupp***

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. All messages are responded to in kind-if you send in a request by fax, response will also come by fax. Please be sure to include the support utility's report in your e-mail message, fax, or letter:

• **To run the support utility**, select the **Contact Support** option in the game's folder in the **Start** menu, or click the **Support** button on the Autorun launcher then click the **Contact Tech Support** button.

If you need to talk to someone immediately, call us at (650) 628-1009 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time. Please have the utility's report printed and ready when you call. This will help us answer your question in the shortest possible time.

No hints or codes are available from (650) 628-1009.

Need a Hint? Grab a phone!
Call DreamWorks Interactive's Hint line at 1-900-454-GAME for hints, tips, or codes.

EA Tech Support Fax: (650) 628-5999.
Electronic Arts Technical Support
P.O. Box 9025
Redwood City, CA 94065-9025

HOW TO REACH US ONLINE

Internet e-mail: support@ea.com
Warranty inquiries: cswarranty@ea.com
World Wide Web: Access our Web Site at http://www.ea.com
FTP: Access our FTP Site at ftp.ea.com

If you live outside of the United States, you can contact one of our other offices.

In Australia, contact: Electronic Arts Pty. Ltd. P.O. BOX 432 Southport Qld 4215, Australia.

In the United Kingdom, contact: Electronic Arts Ltd. P.O. Box 835 Slough SL3 8XU, UK Phone (753) 546465.

In **Australia**: For Technical Support, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM-8 PM.

NEED A HINT?

Grab a phone! If you get stuck, call the DreamWorks Interactive Hint line at 1-900-454-GAME.

It's available 24 hours a day, 7 days a week and costs $.95 per minute within the United States.

If you're under 18 years old, please make sure to get your parent's or Guardian's permission.

Hint line requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

Warranty

LIMITED WARRANTY
Electronic Arts ("EA") warrants to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), that under normal use, the media and the user documentation are free from defects in materials and workmanship.

WARRANTY CLAIMS
To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase(i.e., purchase receipt), your name, your return address, and a statement of the defect. OR send the compact disc(s) to us at the address below within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect. EA or its authorized dealer will replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

RETURNS WITHIN 90 DAY WARRANTY PERIOD—To replace defective media after the 90-day warranty period has expired, send the original disc(s) to the address below. Enclose a statement of the defect, your name, your return address, and a check or money order for $7.50 per replacement compact disc.The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the software product.

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, California 94065-9025

IF YOU HAVE WARRANTY QUESTIONS, you can also contact Customer Warranty via e-mail at cswarranty@ea.com or by phone at (650) 628-1900

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Notes

Notes

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